

GAME CREATION

To start a game of Star Punk, players must not only create space opera heros, but also the world they inhabit.

Players select a trait, technology or ability that they want to have for their character. The more powerful, the more insane, the more mind boggling the trait, the better.

Select another trait. Maybe “Manipulates matter at the atomic level”, “Super intelligent alien” or “Shoots megawatt lasers from eyes” would be right up your alley.

Select the last trait. Anything is allowed, “Time Traveller”, “Fleet Admiral”, “Can’t be hurt”, “Carries a nuke”.

Now each player reads off their traits to the group. The group votes which trait is unique to the character, unusual but others may be able to do the same, or the trait is common in the setting.

B

Players may agree to allowing more traits if desired.

Now each player should consider the science that the traits would require and implications of that technology.

GAME PLAY

In Star Punk characters are bigger than life with bizarre and mind boggling abilities. There is no question that characters can do what the players say they will do, even if it is bizarre or fantastic, the narration happens as long as it can be explained by using a trait.

However NPCs may have traits as unusual or bizarre as the PCs. Traits may be used to block the effect of another trait. Whenever one trait is used to block another trait the clash of the conflict harms both characters.

Every time a character is harmed the other character assigns a condition; “Wounded”, “Tired”, “Blinded”, “Confused” as examples.

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When a player gives a character a condition, it cannot negate a trait or ignore the effect of a trait. For example, a character with “Invulnerable” for a trait cannot get a “Wounded” condition, but could get a “Trapped” condition.

All conditions must be taken into account in any narrations the player makes.

Once a character has filled their condition slots they are out of play until the conditions are eliminated.

A character can burn one of their traits to remove all their conditions.

If the GM feels the player did a very good job of role playing a scene, a condition may be removed.

ADVANCEMENT

If the GM feels the characters have won enough games, he’ll give them another trait.

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GAMING FOR STAR PUNK

The GM takes the common traits that were generated in character creation and discusses with the players just how common the trait is and what that means for the setting. Even though they’re common, they may be the major technologies of society.

Now the GM creates a trait that the characters will have to overcome. This could be “Most everyone else has been brainwashed”, “There are eyes everywhere” or “Labeled as criminals” for example.

Next the GM creates an asset that will help the players and can be used by them. This could be “Relatively unknown”, “Small band of freedom fighters” or maybe “Mentor gives guidance” for example.

Lastly the GM creates a trait that can be used by NPCs or the Players. For example “Teleporters” or “Strong privacy laws”

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STAR PUNK

A role playing game about kicking space travel up a notch and disrupting the status quo.



By Emmett O'Brien - stored.net

NAME: _____

Unique Trait: _____

Unusual Trait: _____

Common Trait: _____

Condition: _____

Condition: _____

Condition: _____

Condition: _____

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Star Punk is a space opera game that focuses on the disruptive abilities of a small group of heros. Will they have the fastest ship in the galaxy? Be the last of a powerful alien order that manipulate the underlying fabric of space time? Will they be great leaders that fight for the common man? What about super space ninjas? The answer to all these questions can be yes!

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CONQUERING EMPEROR KEETON

EXAMPLE ADVENTURE

The universal republic has been defeated by the powerful Emperor Keeton! The PCs must defeat him and restore order!

KEETON

Trait: Has a limitless star fleet

Trait: Has a limitless army

Trait: Wears an invulnerable super suit

Trait: Staff atomizes anything the tip touches

Condition: _____

Condition: _____

Condition: _____

F